



CRYO-SLEEPERS

AT START: Starting spice: 3 · Starts with 20 Forces and all of your leaders in the Tleilaxu Tanks.

REVIVAL: 1 Free Revival, your Forces cost 3 to Revive.

ADVANTAGES

CRYO-SLEEP: At setup, randomly choose 10 Cryo-cards and shuffle them into the Spice Blow Deck. Return the unused Cryo-Cards to the box without looking at them.

AWAKEN: When any player chooses a Cryo-Sleeper Leader in the Tleilaxu Tanks, they must choose the weakest one.

DUNE-BOUND: You pay double for shipping from off-planet, unless you ship to a Territory that contains your Forces, in which case you instead pay half.

THAW: When a Cryo-Card is drawn from the Spice Blow Deck, place two of your forces from the Tleilaxu tanks in that Territory (even if in storm) and revive your weakest leader. Then, draw a new Spice Blow Card. If drawn in setup, shuffle them back in.

ALLIANCE

Alliance rules text.

FATE

FATEFate rules text.

KARAMA EFFECTS

TROOPS



TROOP ×20
Troop

LEADERS

